

Tyler Pugmire

Software Engineer

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Skills

Languages

C/C++(proficient), GLSL, HLSL, C#, Lua, Java, SQL

APIs and Tools

OpenGL, DirectX, Visual Studio, SDL, Premake, Mercurial, Git, Perforce, Virtualization, Visual Studio Online

Soft Skills

Critical Thinking, Algorithms, Data Structures, Analytical Skills, Jira, Agile Development, Scrum, Asana

Work Experience

Minecraft

May 2016 - August 2016

- Worked on the mobile version of Minecraft using a custom engine built in C++
- Used Visual Studio Online to help track and fix various bugs to improve gameplay

Student Projects

Ascension

May 2015 - May 2016

- 3D 3rd-person exploration-focused narrative-driven puzzle adventure made with Unreal Engine 4
- Implementing a ledge grabbing system to enhance gameplay and feel of the game
- Integrated level streaming into our workflow to help the collaboration between the artists, designers and devs
- Helped in developing a perforce workflow easy for artists and designers to use
- Created various effects to improve the visual feedback of the game

Colossal

June 2014 - April 2015

- 3D first person shooter developed using a custom engine built in C++ and Lua
- Wrote shaders using GLSL to provide an enriched visual experience
- Designed a fully automated art pipeline to allow artists to easily test assets in engine for quick iteration
- Integrated ImGui into graphics system to support common editor needs

Education

Digipen Institute of Technology

December 2016

B.S. in Computer Science in Real-Time Interactive Simulation

Volunteer

Sno-Isle Skill Center

Sep 2012 - Current

Instructed Students by giving them guidance on the technical parts of their student projects in C++ and C#